

**STORE FRONT TELECOMMUNICATION RETAIL SYSTEM
(SOFTEL)**

This report submitted to Graduate School in partial fulfillment of requirement for the degree Master of Science (Technopreneurship), Universiti Utara Malaysia.

By:

Nadratun Nafisah Binti Abdul Wahab

Copyright © 2009 Nadratun Nafisah Binti Abdul Wahab. All rights reserved.



KOLEJ SASTERA DAN SAINS
(College of Arts and Sciences)
Universiti Utara Malaysia

PERAKUAN KERJA KERTAS PROJEK
(Certificate of Project Paper)

Saya, yang bertandatangan, memperakukan bahawa
(I, the undersigned, certify that)

NADRATUN NAFISAH BT. ABD. WAHAB
(89681)

calon untuk Ijazah
(candidate for the degree of) **MSc. (Technopreneurship)**

telah mengemukakan kertas projek yang bertajuk
(has presented his/her project paper of the following title)

STORE FRONT TELECOMMUNICATION RETAIL SYSTEM (SOFTTEL)

seperti yang tercatat di muka surat tajuk dan kulit kertas projek
(as it appears on the title page and front cover of project paper)

bahawa kertas projek tersebut boleh diterima dari segi bentuk serta kandungan
dan meliputi bidang ilmu dengan memuaskan.
(that the project paper acceptable in form and content, and that a satisfactory
knowledge of the field is covered by the project paper).

Nama Penyelia Utama
(Name of Main Supervisor): **ASSOC. PROF. DR. ZULIKHA JAMALUDDIN**

Tandatangan
(Signature)

Tarikh
(Date)

: 3 August 2009

PERMISSION TO USE

In presenting this thesis in partial fulfillment of the requirement for a postgraduate degree from Universiti Utara Malaysia, I agree that the University Library may make it freely available for inspection. I further agree that permission for copying of this thesis in any manner, in whole or in part, for scholarly purposes may be granted by my supervisor or, in their absence, by the dean (Academic) CAS. It is understood that any copying or publication or use of this thesis or parts thereof for financial gain shall not be allowed without my written permission. It is also understood that due recognition shall be given to me and Universiti Utara Malaysia for any scholarly use which may be made of any material from my thesis.

Requests for permission to copy or to make other use of materials in this thesis, in whole part, should be addressed to:

Dean (Academic) College of Arts and Sciences

Universiti Utara Malaysia

06010 UUM Sintok

Kedah Darul Aman

EXECUTIVE SUMMARY

Twenty Gold Enterprise (20Gold) is a hundred percent bumiputra company. This company runs as sole-proprietor type of business. 20Gold has already been in Telecommunication field for 5 years and has many experiences in Telecommunication retail and services. Company 20Gold is going to venture in Information Technology (IT) by software named Store Front Telecommunication Retail System (SOFTEL). Company 20Gold will do the development, management, sales and marketing and provide support services to dealers.

The objective of this proposal is to make planning for developing and marketing new software for telecommunication dealers contains major services in telecommunication shop, like download, hardware information, register prepaid and postpaid that will sell to telecommunication dealers and will be use directly by dealers and client in telecommunication shop through do it yourself concept (DIY). The product will generate money by licensing and upgrading. It should simpler the selling process in telecommunication shop, contained telecommunication product and record sales. The basic technologies used to build this software are internet base and client server base.

As compared to the existing traditional companies, they are focusing on certain services for their shop, but did not cover major services. The initiative started because of the market need whereby the profit margin for telecommunication is decreasing by telcos and suppliers. In this scenario, we found that employers was having difficulties on getting enough sales while their employee was having the hard time to remember telecommunication major services. Thereby, SOFTEL is created

to solve the selling process, capture sales and increase dealers' profit margin. Target customers for SOFTEL are telecommunications' dealers in Malaysia. The package will be 1 license for 4 computers for rm3000.00/license. Information inside will update every month with minimum charge RM200.00/month.

The company found that profit generated from this business for Year I RM97, 634.76, keep increasing to RM207, 356.87 for Year II and RM303, 077.09 for Year III. The project will get funding by own money for RM10, 300.00, apply loan for RM91, 364.00 from Majlis Amanah Rakyat (MARA) that will cover start up cost and working capital budget from Multimedia Development Corporation (MDEC) for RM38, 750.00 to cover product development cost.

RINGKASAN EKSEKUTIF

Twenty Gold Enterprise (20Gold) adalah syarikat milik bumiputra sepenuhnya. Syarikat ini adalah syarikat milikan tunggal. Syarikat 20Gold ini telah berada di dalam bidang Telekomunikasi selama lima tahun dan mempunyai pelbagai pengalaman di dalam peruncitan dan servis Telekomunikasi. Syarikat ini akan menceburi di dalam Teknologi Maklumat (IT) dengan sebuah perisian yang dinamakan “Store Front Telecommunication Retail System” (SOFTTEL). Syarikat ini akan membina, mengurus, menjual, memasarkan dan memberikan servis kepada pelanggan.

Objektif rancangan perniagaan ini adalah untuk membuat perancangan untuk pembinaan dan pemasaran perisian baru untuk peruncit telekomunikasi yang mengandungi servis-servis utama untuk kedai Telekomunikasi yang mengandungi servis-servis utama untuk Kedai Telekomunikasi seperti muat turun, maklumat produk, pendaftaran pascabayar dan prabayar yang akan dijual kepada peruncit telekomunikasi dan akan digunakan secara terus oleh pelanggan kedai menggunakan cara layan diri. Produk ini akan memberikan keuntungan dengan perlesenan dan servis naik taraf. Perisian ini sepatutnya dapat memudahkan urusan jual beli di dalam kedai telekomunikasi, juga akan ditambah dengan fungsi merekod urus niaga.

Apabila dibandingkan pasaran sedia ada, para peruncit banyak menjalankan perniagaan secara tradisi dengan memfokuskan kepada servis-servis tertentu untuk kedai mereka dan servis yang disediakan tidak merangkupi servis utama kedai telekomunikasi. Inisiatif ini bermula apabila kos stok telah meningkat. Di dalam

senario ini, syarikat 20Gold mendapati bahawa majikan menghadapi masalah untuk mendapatkan jualan yang cukup kerana pekerja mereka tidak dapat mengingat servis-servis utama di dalam kedai. Oleh itu, SOFTEL dibina untuk mengatasi masalah proses jualan, menambah jualan dan seterusnya akan menambahkan keuntungan kepada majikan. Sasaran perisian SOFTEL ini adalah peruncit Telekomunikasi di Malaysia. Pakej yang ditawarkan adalah satu lesen untuk empat komputer/lesen yang bernilai rm3000/lesen. Informasi dan servis perisian akan sentiasa diperbaharui dengan bayaran RM200/bulan.

Syarikat 20Gold menjangkakan keuntungan yang akan diperolehi daripada perniagaan ini adalah untuk Tahun I RM97, 634.76, nilai akan meningkat kepada RM207, 356.87 untuk Tahun II dan RM303, 077.09 untuk Tahun III. Projek ini akan mendapat biayaan daripada wang sendiri sebanyak RM10, 300.00, pinjaman sebanyak RM91, 364.00 daripada Majlis Amanah Rakyat (MARA) yang akan membiayai penubuhan perniagaan dan daripada Multimedia Development Corporation (MDEC) sebanyak RM38, 750.00 untuk membiayai pembinaan produk.

ACKNOWLEDGEMENTS

First of all I would like to say my gratitude to the one and only to our mighty God, Allah S.W.T. for giving me the strength, good health and talent to complete this business plan of this research project as one of the requirement for the conferment of the MSC Technopreneurship Degree.

I would also like to thank my family and friends for giving me all the support since the beginning of the course. Not to forget my respectful Prof Madya Dr Zulikha Bt Jamaluddin who have done a tremendous job in helping me in completing this project and gave their contributions in terms of cooperation, ideas, energy and much more. Last but not least, Mohammad Harfizi bin Abdul Rani who is my external business mentor and taught me how to make the project into money making. Also, to all staff of Celcom (M) Sdn Bhd (Alor Star Branch).

Furthermore, I would like to dedicate thousands of appreciation to all my beloved lecturers who had given me the motivation and inspiration to make this research project a dream come true. May Allah bless you all with love and happiness in this world and the world after.

TABLE OF CONTENTS

PERMISSION TO USE	i
EXECUTIVE SUMMARY	ii
ACKNOWLEDGEMENTS	vi
LIST OF FIGURES	xii
CHAPTER ONE: INTRODUCTION TO THE COMPANY	1
1.1 Company Background	1
1.1.1 Vision, Mission and Value	1
1.1.2 The Initiatives	4
1.2 Business Intent	5
1.3 Growth Strategies	8
1.3.1 Financial Strategies	9
1.3.2 Technology and Product Development Strategies	9
1.3.3 Marketing Strategies to increase market or mind share.	10
1.4 Target Markets	10
1.5 Revenue Model	11
1.6 Operational Setup	13
1.7 Long Term Goals of Company	14
1.7.1 Marketing Objectives	14
1.7.2 Positioning	14
1.8 Market and Competitors Information	15
1.9 Strength and Weaknesses or SWOT	17
CHAPTER TWO: EMPLOYMENT OF KNOWLEDGE WORKERS	19
2.1 Management Team	19
2.1.1 Management Strategy	19

2.2	Organizational Chart	20
2.2.1	Manager/Owner.....	20
2.2.2	Marketing	21
2.2.3	Software Development.....	21
2.2.4	Clerk	21
2.3	Human Resource Plan	22
CHAPTER THREE: PRODUCT OR SERVICE DEVELOPMENT		24
3.1	Product Overview.....	24
3.2	Customer Value Proposition (Problem Statement)	26
3.3	Objectives.....	26
3.4	Scope of the Product.....	27
3.5	Uniqueness of the Product.....	28
3.5.1	SOFTEL Introduction.....	29
3.5.2	SOFTEL Brake Even Time	31
3.6	Target User	33
3.7	Product Features.....	33
3.8	Product Limitations	35
3.9	Development Tools	36
3.9.1	Web Server	36
3.9.2	Client Server.....	37
CHAPTER FOUR: MARKETING PROGRAM.....		41
4.1	Marketing Overview.....	41
4.2	Marketing Program /Plans.....	41
4.2.1	Marketing Program.....	41
4.2.2	Marketing Plans.....	45

CHAPTER FIVE: FINANCIAL PROJECTIONS46

5.1 Financial Overview46

5.1.1 Marketing cost.....47

5.1.2 Investment Project Cost.....47

5.1.3 Project Financing Source.....49

5.1.4 Cash Flow Estimate.....50

5.1.5 Financial Statement50

5.2 Financial Plan.....51

CHAPTER SIX: CONCLUSIONS AND SUGGESTIONS.....52

REFERENCES54

ANNUAL REPORT54

APPENDIX A: FORECAST AND COMMISION STATEMENT70

APPENDIX B: CASH FLOW74

APPENDIX C: BALANCE SHEET77

APPENDIX D: COMPANY REGISTRATION81

APPENDIX E: SOFTEL INTERFACE85

APPENDIX F: LIST OF REQUIREMENT88

LIST OF TABLES

TABLE 1.1: SOFTEL PACKAGE.....	6
TABLE 1.2: THE SEQUENCE OF BLUE OCEAN STRATEGY	8
TABLE 1.3: PROFIT AND LOST STATEMENT	12
TABLE 1.4: GANTT CHART	13
TABLE 1.5: COMPETITOR ANALYSIS.....	17
TABLE 1.6: STRENGTH WEAKNESS AND ADVANTAGE ANALYSIS.....	17
TABLE 2.1: HUMAN RESOURCE PLAN	22
TABLE 2.2: TRAINING AND DEVELOPMENT HUMAN CAPITAL	22
TABLE 3.1: NORMAL SALES FOR TELECOMMUNICATION SHOP	32
TABLE 3.2: SOFTEL TURN OVER.....	32
TABLE 3.3: PRODUCT FEATURES.....	34
TABLE 5.1: SALES ESTIMATE/ INCOME FOR FIRST YEAR.....	46
TABLE 5.2: MARKETING COST STATEMENT	47
TABLE 5.3: INVESTMENT PROJECT COST STATEMENT.....	48
TABLE 5.4: PROJECT FINANCING SOURCE STATEMENT	49

LIST OF FIGURES

FIGURE 1.1: CELLULAR PHONES IN MALAYSIA	5
FIGURE 1.2: MARKET SIZE	16
FIGURE 2.1: ORGANIZATIONAL CHART.....	20
FIGURE 3.1: BUYING PROCESS & SOFTEL METHOD	27
FIGURE 3.2: SHOP MAIN PAGE	30
FIGURE 3.3: CGI-MYSQL MODEL	36
FIGURE 3.4: MODEL OF CLIENT-SERVER ARCHITECTURE	38
FIGURE 4.1: MARKETING PROCESS.....	45

CHAPTER ONE

INTRODUCTION TO THE COMPANY

Twenty Gold Enterprise (20Gold) is a retail telecommunication based company that responsible to do development, management, sales, services and support for software Store Front Telecommunication Retail System (SOFTEL). The company main target is to make sure SOFTEL success in the market.

1.1 Company Background

Twenty Gold Enterprise is a hundred percent bumiputra company. This company runs as sole-proprietor type of business. Company 20Gold has already been in this field for 5 years and has many experiences in Telecommunication retail and services. The first outlet was located at No 43, Kompleks Perniagaan Sultan Abdul Hamid, 05050, Alor Star, Kedah for 3 years and has made more than RM1.2Million sales over the years from 2004 until 2007. In year 2008, the premise had relocated at Jalan Kuala Kedah. In 2008 also, another branch opened in Lot 14, Varsity Mall, Universiti Utara Malaysia, Sintok, Kedah.

1.1.1 Vision, Mission and Value

There are five values that are upheld by the company. They are attitude, teamwork, enthusiasm, creativity and continuous improvement.

The contents of
the thesis is for
internal user
only

REFERENCES

- [1] CCID Consulting, (2007-2008). “*Annual Report on the Informatization Development of China's Retail Chain Store Industry*”. IT Application Consulting Center.
- [2] Jon Green , (2002). “*White Paper Technology Advances in Retail: Improving Margins using Wireless Networks*”. Aruba Networks, Sunnyvale, California.
- [3] Federal Reserve Staff, (2002). “*The Future of Retail Electronic Payments Systems: Industry Interviews and Analysis*”. Payments System Development Committee, Federal Reserve System.
- [4] Sou Youn Cho, (2002). “*User-Interface Design for Kiosk Systems*”. Parsons School of Design.
- [5] Michael Warne, (2007). “*Master 's Thesis in Computing Science*”, Ume°a University, Department of Computing Science, SE-901 87 UME°A, Sweden.
- [6] Robert L. Tolliver, David S. Carter and Suzanne E. Chapman , Phillip M. Edwards, Jeanie E. Fisher, Annette L. Haines, Lana E. Krolikowski and Rebecca M. Price, “*Website redesign and testing with a usability consultant: lessons learned,*” *OCLC Systems & Services* Vol. 21 No. 3, 2005 pp. 156-166, Jan 2005.
- [7] Jimmy Ghaphery , , “ Too quick? Log analysis of Quick Links from an academic Library Website,” *OCLC Systems & Services*, vol. 21 No. 3, 2005 pp. 148-155, Jan 2005.
- [8] Lyndsay Sharp , “Positive response action: The ultimate goal of website communication,” *Journal of Communication Management* Vol. 6, 1 41 + 52 ,April 2001.
- [9]Keizo Sato, Akira Ohtaguro, Makato Nakashima and Tetsuro Ito, “*The Effect of a Website Directory When Employed in Browsing the Results of a Search Engine,*” February 2005.
- [10] Nigel Bevan, (1998). “*Usability Issues in Web Site Design*”. National Physical Laboratory, Usability Services, Teddington, Middx, TW11 0LW, UK.
- [11] Jeffrey A. Hoffer, Joey F. George, Joseph S. Valacich. (2002) “*Modern Systems Analysis and Design (Third Edition)* Pearson Prentice Hall